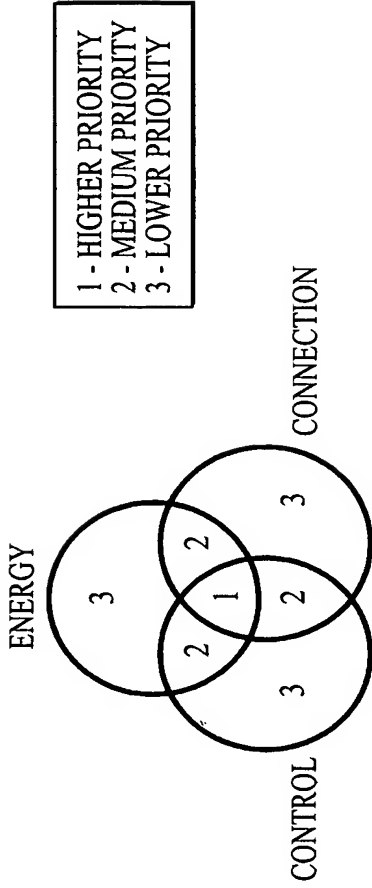


FIG. 1

THE DEEP METAPHORS OF TRANSFORMATION



CONTROL:	<p>THE NEED FOR CONTROL OVER ONE'S LIFE AND ENVIRONMENT. HOSPITALS PRESENT FEARFUL UNKNOWNNS FOR FAMILIES AND A SENSE OF CONTROL HELPS FAMILIES RESPOND AND ADJUST TO THE CHALLENGES AHEAD.</p> <p>THERE ARE TWO PRIMARY TYPES OF CONTROL:</p> <ol style="list-style-type: none"> 1. CONTROL OVER THE ENVIRONMENT: <ul style="list-style-type: none"> • FEELING SAFE AND SECURE AND HAVING A SENSE OF PRIVACY IN INTIMATE SPACES. • HAVING THE HOSPITAL CHILD-FRIENDLY AND EFFICIENT IN ITS OPEN SPACES. 2. CONTROL OVER THE ILLNESS THROUGH ESCAPE.
CONNECTION:	<p>THE NEED TO CONNECT WITH YOURSELF, FAMILY, AND THE OUTSIDE WORLD.</p> <p>THE HOSPITAL EXPERIENCE IS FILLED WITH CONNECTIONS:</p> <ol style="list-style-type: none"> 1. TO THE INTERNAL WORLD - PATIENTS, FAMILY, AND STAFF. 2. TO THE EXTERNAL WORLD - OUTSIDE FAMILY AND FRIENDS. 3. TO ONESELF - ALONE TIME. 4. TO THE HOSPITAL - EMOTIONAL CONNECTIONS TO THE BUILDING SPACE ITSELF. <p>ALLOWING FOR POSITIVE CONNECTIONS TO OCCUR WILL LEAD TO A MORE POSITIVE EXPERIENCE OVERALL.</p>
ENERGY:	<p>THE NEED FOR CERTAIN TYPES OF ENERGY AND ENERGY SOURCES.</p> <p>PEOPLE ARE IN CONSTANT NEED OF ENERGY WHILE IN THE HOSPITAL.</p> <p>ENERGY GIVES PEOPLE THE STRENGTH AND HOPE THEY NEED TO MAKE IT THROUGH THEIR HOSPITAL JOURNEY.</p> <p>ASIDE FROM MEDICAL TREATMENTS, ENERGY IS THE MOST IMPORTANT HEALING AGENT.</p>

FIG. 2

PRIORITY	*KEY DOMAIN	RELEVANT DIMENSIONS (ISSUE TO ADDRESS)	ACTIVATING CUES (RELATED WANTS & NEEDS)	DESIGN OBJECTIVES HUMAN ENVIRONMENTAL	COMMENTS

1. CHILD-FRIENDLY/FOCUS

1. CT,CN,E P,F,S OPEN SPACES GIVE THE HOSPITAL A FEELING OF BEING CHILD-FRIENDLY.

- LET KIDS ACTUALLY BE
THEMSELVES - BE KIDS.

2. CTCNE P,F,S FEEL LIKE A KID'S ROOM

- PEOPLE SHOULD KNOW IT
IS A PEDIATRIC HOSPITAL

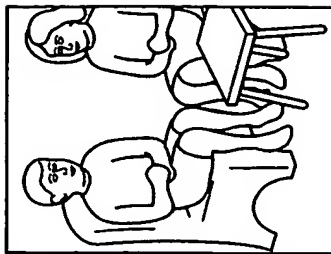
COLOR CODE LEGEND	
6/19/03	STAFF BRAINSTORMING
6/27/03	FAMILY BRAINSTORMING
11/17/03	PATIENT BRAINSTORMING
	IN-HOUSE BRAINSTORMING (VARIOUS DATES)

*CONTROL (CT), CONNECTION (CN), ENERGY (E)

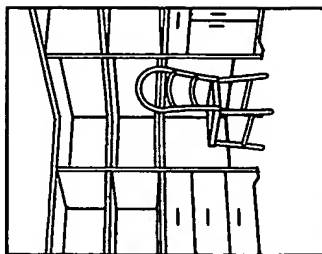
***STAFF (S), PATIENT (P), FAMILY (F)

FIG. 3

3/3



KID SIZED FURNITURE



**COOL ROOM! LIKED ALL
THE COMPARTMENTS.
PLACE FOR EVERYTHING.**